MONASTERY:

Cursed Body

Made By: Elldas M.W

Monks who use their Ki as a truly lethal weapon as the body is no longer normal.

Cursed Body Monastery

One of the Monasteries that isolates itself out of a desire to protect the world from this negative energy, the Monks of this Monastery are trained from childhood to fight against the Spirits and Aberrations that threaten the world.

Sometimes, ironically, the strongest of the Monastery use the cursed powers of the Spirits to fight them.

Cursed Energy

3rd Level Feature

The Monks of this Monastery use their Wisdom to fight, but mainly the Negative Natural Energy of living beings. Your Chi Points are exchanged for Cursed Energy Points (or CE for Short), which can be used for all normal Monk Features, but because you use Cursed Energy, you have some changes to your Features, allowing you to use Charisma instead of Wisdom in all Monk Core Features.

Cursed Energy points are calculated at a value equal to your Level + your Charisma Modifier.

You can also use Charisma instead of Dexterity or Strength for your Melee Attacks, and finally, while you have at least 1 point of Cursed Energy can deal Radiant Damage at will when you make a Melee attack.

Jujutsu Martial Arts

3st Level Feature

Jujutsu Martial Arts is a unique style that is designed to finish off Cursed creatures. When you deal Radiant Damage with your Melee Attacks and reduce creatures of the Undead, Monstrosities, Aberrations and Fiends type to 0 hit points, you can spend your Bonus Action to Exorcise such creatures and cleanse the world of them, killing them directly and making thier body to become ashes. This also allows you to touch non-physical beings such as Ghosts, Shades and Spirits.

What's more, you know Techniques exclusive to this Monastery, you know a number of Cursed Techniques equal to 2 and every time you gain a new Feature from this Monastery, your limit increases by +2. All the Cursed Techniques are described at the end of this Sub-Class and with each level up you, you can change your proficiency modifier in known Techniques.

Cursed Body

6th Level Feature

Your body is slowly enhanced by constant contact with Cursed Energy. From now on, you are considered a one size above your size for all Strength rolls such as Grab, Break, Lift, Throw and so on. Also this allows you to use Charisma instead of Strength to any rolls of same as said before.

Your body is also very strong and you receive +6 Ht Points and +1 Hit Point for each level after that.

Immense Energy

11th Level Feature

You have learnt to use your Cursed Energy more intelligently and at the same time increase the amount of Energy your body generates. You receive your Proficiency Modifier at your Maximum Cursed Energy Value.

In addition, once per Long Rest, you can make an Unarmed Dice Roll + your Proficiency Modifier and recover Cursed Energy points.

Black Flash

17th Level Feature

One of the most powerful techniques of the Monks of the Cursed Body Monastery, Black Flash is a moment of 0.000001 seconds after the physical contact of a blow, increasing the power of the blow to extreme levels.

When you are using a Cursed Technique or making a Martial Arts attack a Black Flash can happen in two ways, On Luck or Forcing it.

Forcefull Black Flash

4 times per long rest, you can force a Black Flash to happen, to force a Black Flash you must first roll to attack and hit a target, you can turn a hit into a Black Flash.

Critical Black Flash

When you roll a natural 20, roll another d20 and if you manage to roll 19-20, the Black Flash happens and your blow is considered a Critical Black Flash. This way is very rare to happen but comes with a perk along with, when a Black Flash happens on Luck, it still gets the 2 times effect of the critical hit and this way of Black Flash dont expend uses of your Black Flash.

Effects of Black Flash

the Black Flash deals 5 Extra Die of Damage, with the Die being your Unarmed Strike Damage Die, but if a Black Flash is used against a creature of the Undead, Monstrosities, Aberrations and Fiends the number of Damage Dice increases to 6 instead of 5.

The Target also fly away in a number of fts equal to the damage you dealt rounded to the nearest Multiples of 5.

What's more, you gain access to new Techniques that only work during the effects of Black Flash. These Techniques are used as a Free Action during the effects of Black Flash, but can be used outside of it at the cost stated in the Technique, although these Techniques can only be used once per Long Rest. EVEN if you hit another Black Flash, you can't use thoses Techniques again.

Finally, you receive the *Blessed By The Flash* State and can use it once per Long Rest, but at the cost of 2 Exhaustion Points, you can use this State again and during its effects you ignore exhaustion points.

Blessed By The Flash

You can enter a State of High Concentration so extreme that your Potential is increased to 120% of it. For 1 Minute, you deal Critical Damage with 18 - 20, but by roling a natural 20 you have a Critical Black Flash.

Cursed Techniques

If any Cursed Technique requires a Test of any Status, the DC is Calculated with 8 + Proficiency Modifier + Charisma Modifier. All damage caused by a technique is considered Radiant damage.

Also when a Technique say "The Damage Dice Increase/Decrease by X tier" it follows this order:

1>1d4 > 1d6 >1d8 >1d10 > 1d12 > 2d6 > 2d8 and so on.

Cursed Energy Flow

Cost 4 CE
Duration 1 Minute

As you learn how to use your Cursed Energy, you started covering your hands and legs with so much Energy that you get even stronger.

As a Bonus Action in your turn, You are in the Cursed Flow as long as you are under the effect of this Technique, your Damage Die increase by 1 Tier if you are using a Melee attacks

Divergent Fist

For 1 Point of Cursed Energy per turn, you make your Fists emanate an aura that increases their destructive power at the cost of being a constant price, Your Unarmed Strikes receive a Damage Bonus equal to a roll of your Unarmed Dice + Your Charisma Modifier every 2 attacks.

Ascending Uppercut

Cost: 2 CE

When you use your attack action, you can turn one of the attacks into a Rising Uppercut, your Target makes a Strength test against your DC, on a Failure, You and the Target rise 20fts into the sky and the Target is Stunned nor do fall until the your next turn, being both able to act normally in the air and continue your attacks.

This Reduces your Unarmed Die by 1 Tier

Impact Wave

Cost: 3 CE

You hit the ground/wall with a powerful blow that breaks everything around it, in an area of 30ft around you, the ground becomes difficult terrain and creatures must make a Dexterity test or take 2 rolls of their Unarmed Dice.

Buildings and objects that receive this blow take double damage.

Lethal Throw

Cost: 1 CE
Requirement: An object or weapon to throw

You can use the Cursed Energy that exists in your being to enhance your limbs at the exact moment of throwing something. Regardless of what it is, this item gains the *Trow* Characteristic with a range of 90fts, the Object causes your Unarmed Damage Dice and for each level above Medium, it increases the Damage Dice by 1 Tier.

If it's a living Creature, the Target you threw at and the Creature both take the damage, but both can try the Dexterity test to take half the Damage.

Cursed Resistance

Cost 5 CE

Your Body can prepare itself for the strongest impacts of your enemies, you can as a Reaction to being attacked by a melee attack, you can use the effects of Deflect Projectiles for these attacks and if you reduce the value of the attack to 0, you can make an unarmed attack as part of this Reaction.

Impeccable Health

Cost 5 CE

Your Body is perfectly healthy thanks to the Energy flowing through it, you can reduce Poison Damage by 2 rolls of your Disarm Dice (this can be done as a reaction to taking this damage or as a bonus action on your turn).

Using this Technique also clears you of the Poisoned Condition.

Simple Domain

Cost: 10 CE
Requirements: lv10 and Charisma 18

The Secret Technique of the Cursed Body Monastery, designed to go against those capable of manifesting Dominions in the world or beings who alter reality in some way. Simple Dominion can be used as a Reaction to Spells or Dominion Expansion.

When you use this Technique, it makes a Dominion Expansion that has an area of effect of 5fts, but it negates any auto-hit effects from Dominion Expansions and spells that have an area of effect such as Fireball. you are not counted for the Spell.

Simple Domination can be held for 1 minute and if a creature comes within 5ft of you while you have Simple Domination up, you can make an unarmed attack on it.
To hold Simple Domination every turn, you must spend the Bonus Action of your turn and your movement is reduced to 0.

Reverse Energy

Requirement: At least once reach 0 hit Points and fail at least one death roll and be Lv5.

In the moments closest to death, people learn the value of life and in your case, you've learnt the concept of Negative with Negative resulting in Positive.

You are now able to heal your allies and yourself, a number of times equal to your Proficiency modifier, you can touch a creature of your choice and roll 2 Unarmed Dice and recover your Hit Point values and Maximum Hit Points (If it has lost) in the amount resulting from the rolls.

Advanced Reverse Energy

Requirement: Reverse Energy and Lv10

Your dedication to learning how to use Reverse Energy to perfection has made you a master of it.

Now when you use Reverse Energy to heal yourself or other beings, you can spend one more use of it and for each extra use you add your Level to the amount rolled in healing. Also for one use of your Reverse Energy, you can choose to clear a condition of your choice or regenerate a lost limb/organ of the person being healed.

Finally, now as a Reaction to being attacked, you can use Reverse Energy Effects and recover Hit Points straight away, even if the attack would cause you to fall unconscious.

Cursed Axe

Cost: 2 CE Points

You have learnt one of the powerful blows of the Cursed Body Monastery. The Cursed Axe is a powerful blow that can be made with the legs from above or a hook to the side of the head (or equivalent).

Once per turn, one of your attacks can be transformed into a Cursed Axe. When a target is hit by this blow, it must make a Constitution test against your DC or suffer the Stunned Condition for 1 minute, but it can reroll the test every time it takes damage.

Cursed Lariat

Cost: 5 CE Points

Something so simple, yet so powerful. The Cursed Lariat is a two-footed flying blow that sacrifices safety in exchange for dealing maximum damage.

When you use the Attack Action and have at least moved 10ft in your turn before, you can choose to make your first attack roll become a Lariate, by doing so, your Damage die increases by two tiers, but your AC is reduced by a value of 4 until the start of your next turn.

Cursed Monastery: Arms Of Calamity

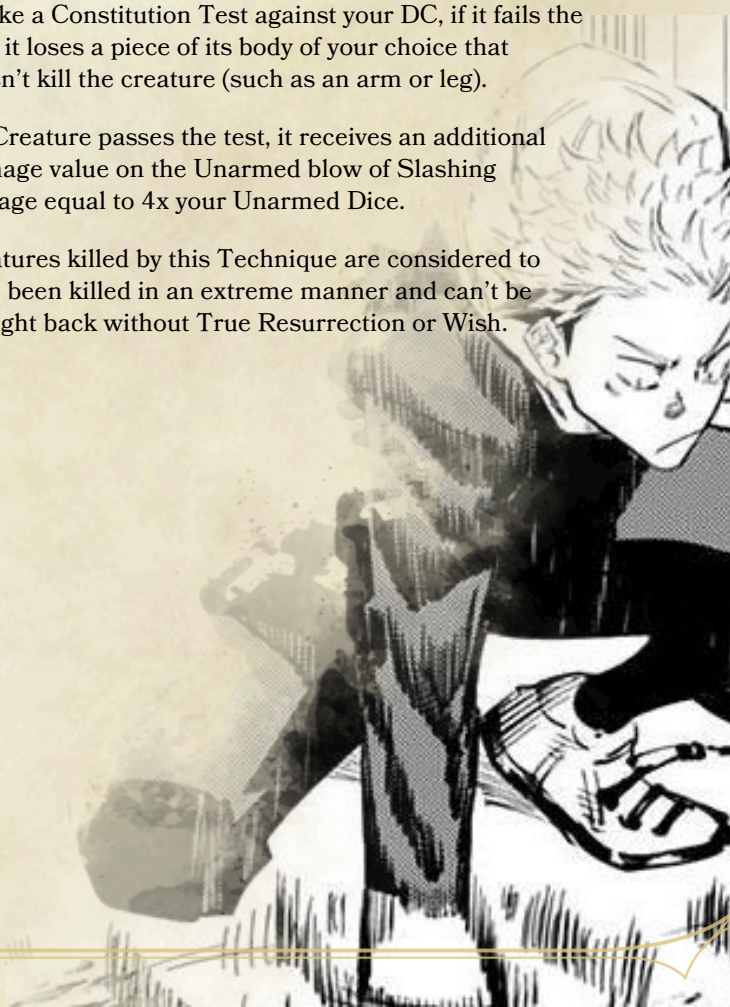
Requirements: Be lv15 and Charisma 20
Special Effect: This Technique counts as 2 towards your limit amd once equiped it can't be unequiped.

You have gained access to a very rare Curse, your arms now mutate into a new thing, with these new arms in your possession, you can inflict Slashing Damage that is able to ignore Resistances and immunities (and Still count for all this Monastery Features).

What's more, you are now able to Cut Objects and Constructions in the best possible way, seeing dotted Scissor marks that show the most effective way to cut, when attacking Constructions and Objects, you deal Triple Damage. You can also use this on creatures and for 15 points of Cursed Energy when using a Technique or unarmed attack, you can force a target of your choice to take a Constitution Test against your DC, if it fails the Test it loses a piece of its body of your choice that doesn't kill the creature (such as an arm or leg).

If a Creature passes the test, it receives an additional Damage value on the Unarmed blow of Slashing damage equal to 4x your Unarmed Dice.

Creatures killed by this Technique are considered to have been killed in an extreme manner and can't be brought back without True Resurrection or Wish.



Black Flash Techniques

Dark Thunder

Cost 10 CE

Dark Thunders can be heard as you end the life of your enemys, when you hit a Black Flash, you can use this Technique. The Damage you Dealt to the original target Explode in Dark Lightings that fly everywhere destroying everything and everyone, creatures at 15fts of the Original Target need to make Charisma Save Trow against your DC or counted as be also the target of your attack, but you only deal a normal Damage Roll to the creatures.

The Area of 30fts around the original Target become Dificult Terrain but you ignore this effect and Objects and Constructions recieve the full damage of the original roll.

Creatures until 3 miles of Distance from you can hear the Dark Thunder sound.

Black Pressure

Cost 10 CE

Black Pressure is the Power of using every single drop of Black Flash power to make the target fly away, when you hit a creature with Black Flash and they Fly away, you can use this Technique and the creature fly twice as much normally would, hitting everything in its path and breaking everything dealing your Black Flash Damage to everything in its path, but creatures, buildings and objects reduce the Black Flash's original damage by the amount needed to reach 0 to their hit points, so if the original Black Flash's value reaches 0, the creature stops flying along the path.

Creatures that in this path are carry along if they fail in a Charisma Save Trow against your DC, but even if they pass this Save Trow the original target keep flying until the end of its path, Constructions and Objects that are in the path recieve the Black Flash Damage and if they are Destroyed the Target keep flying.

Notes

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Why Charisma?

In D&D, Charisma is used to represent things that come naturally to the Character in terms of certain skills (such as a Sorcerer's Spells), so this Monk Sub-Class was made with that in mind.

But if you prefer, you can still use Wisdom as you normally would.

Improved Unarmed Dice

For some people, the Monk's Unarmoured Dice may be seen as weaker (especially when compared to the Spellcaster classes in terms of dealing damage over time).

A simple recommendation is to start the Monk's Unarmed at 1d6 and end at 2d6, assuming the constancy of attacks a monk can use and also taking into account the effects found here that alter the Monk's Unarmed Dice, this improves the Monk's ability without making him end up with BBEG in just 2 turns.

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Changelog

V1.1

- Changed Damage Type to Radiant for the core of the SubClass
- Cursed Body no longer give extra speed, but now allows to use Charisma instead of Strength for roll
- a Small Rework of Black Flash
- Better phrasing for better understanding of Features

Monastery: Cursed Body

This all just a Fan Made Patron to D&D 5e, adapting things from Jujutsu Kaisen made By Gege Akutami.

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